Strategy Pattern Class Diagram

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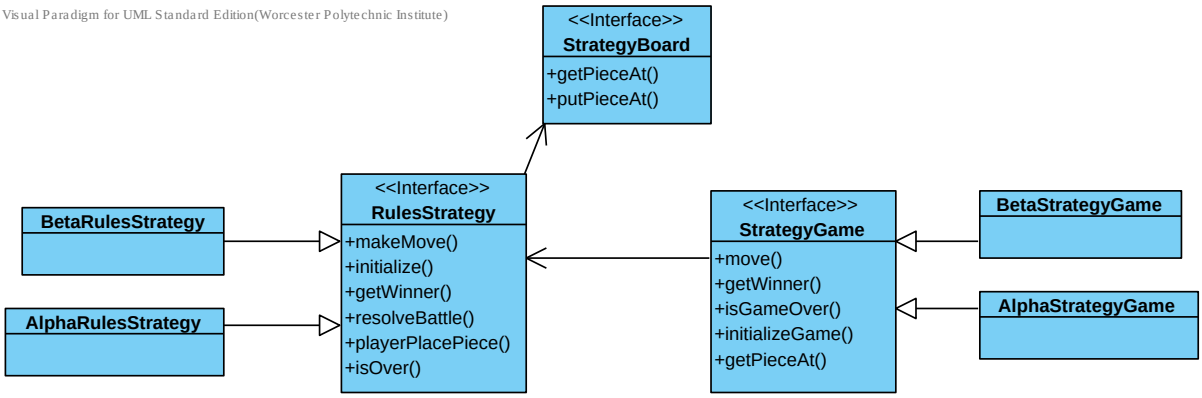
Class Diagram

Strategy



Summary

Name	Documentation
StrategyBoard	A StrategyBoard is responsible for maintaining and mutating the state of the game board.
RulesStrategy	A RulesStrategy is responsible for maintaining and mutating the state of the game. Specifically, it handles moving pieces on the game board and resolving battles. It also checks victory conditions.
StrategyGame	A StrategyGame is responsible for providing an interface between the client and the game. The concrete implementations contain RulesStrategy instances specific to the type of StrategyGames. The implementations of StrategyGame delegate most tasks to their RulesStrategy instances.
BetaStrategyGame	
BetaRulesStrategy	
AlphaStrategyGame	
AlphaRulesStrategy	

Documentation

This is the Strategy Pattern as implemented in our Strategy project. RulesStrategy is actually an abstract class because it holds a few methods whose implementation is the same across all variations of RulesStrategy.

Details

StrategyBoard

Operations

public getPieceAt ()	
Static	false
Leaf	false
Quality Score	Fair
Quality Reason	Problem: Name does not contain glossary terms; Suggestion: Define name as term in glossary
Ordered	false
Unique	true
Query	false

public putPieceAt ()	
Static	false
Leaf	false
Quality Score	Fair
Quality Reason	Problem: Name does not contain glossary terms; Suggestion: Define name as term in glossary
Ordered	false
Unique	true
Query	false

public getDistance ()	
Static	false
Leaf	false
Quality Score	Fair
Quality Reason	Problem: Name does not contain glossary terms; Suggestion: Define name as term in glossary
Ordered	false
Unique	true
Query	false

RulesStrategy

Operations

public makeMove ()	
Static	false
Leaf	false
Quality Score	Fair
Quality Reason	Problem: Name does not contain glossary terms; Suggestion: Define name as term in glossary
Ordered	false
Unique	true
Query	false

public initialize ()	
Static	false
Leaf	false
Quality Score	Fair
Quality Reason	Problem: Name does not contain glossary terms; Suggestion: Define name as term in glossary
Ordered	false
Unique	true
Query	false

public getWinner ()	
Static	false
Leaf	false
Quality Score	Fair
Quality Reason	Problem: Name does not contain glossary terms; Suggestion: Define name as term in glossary
Ordered	false
Unique	true
Query	false

public resolveBattle ()	
Static	false
Leaf	false
Quality Score	Fair
Quality Reason	Problem: Name does not contain glossary terms; Suggestion: Define name as term in glossary
Ordered	false
Unique	true
Query	false

public playerPlacePiece ()	
Static	false
Leaf	false
Quality Score	Fair
Quality Reason	Problem / Suggestion Name does not contain glossary terms / Define name as term in glossary
Ordered	false
Unique	true
Query	false

public isOver ()	
Static	false
Leaf	false
Quality Score	Fair
Quality Reason	Problem / Suggestion Name does not contain glossary terms / Define name as term in glossary
Ordered	false
Unique	true
Query	false

StrategyGame

Operations

public move ()	
Static	false
Leaf	false
Quality Score	Fair
Quality Reason	Problem / Suggestion Name does not contain glossary terms / Define name as term in glossary
Ordered	false
Unique	true
Query	false

public getWinner ()	
Static	false
Leaf	false
Quality Score	Fair
Quality Reason	Problem / Suggestion Name does not contain glossary terms / Define name as term in glossary
Ordered	false
Unique	true
Query	false

public isGameOver ()	
Static	false
Leaf	false
Quality Score	Fair
Quality Reason	Problem / Suggestion Name does not contain glossary terms / Define name as term in glossary
Ordered	false
Unique	true
Query	false

public initializeGame ()	
Static	false
Leaf	false
Quality Score	Fair
Quality Reason	Problem / Suggestion Name does not contain glossary terms / Define name as term in glossary
Ordered	false
Unique	true
Query	false

public getPieceAt ()	
Static	false
Leaf	false
Quality Score	Fair
Quality Reason	Problem / Suggestion Name does not contain glossary terms / Define name as term in glossary
Ordered	false
Unique	true
Query	false

BetaStrategyGame

BetaRulesStrategy

AlphaStrategyGame

AlphaRulesStrategy